

3D Wall Media Gallery – with CMS and youtube

Installation and feature guide

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I. Intro

3D Wall Media Gallery is the ultimate creative gallery for your pictures/ swfs/ videos/ YouTube videos. It can be used as a portfolio or just as your cool gallery for your work. In the package you get the fla source, actionscript classes and the deploy package (2 versions: a version CMS driven, a version XML driven). It can be embedded in HTML or used in your flash project.

Features include:

supports .PNGs, .JPGs, .GIFs, any H.264 video (.MP4, .FLV ...), .SWFs and YouTube videos just by typing it's ID

3D the 3d motion will give a spicy experience to your users

CMS driven – a CMS is provided for very easy changes to the gallery

fast performance - due to the hardware acceleration of flash player 10

support for YouTube videos – you can also use it as a YouTube Gallery

resizable to any browser width – the gallery will display beautifully on any browser siz

test CMS here - <http://zoomitflash.net/wall/cms.html>

front end - <http://zoomitflash.net/wall/>

if you like the video used in the preview here is where you can purchase it - <http://videohive.net/item/slides-ae-cs3-project/54592>

II. Minimum requirements

- Adobe flash player 10+
- for XML version -> a text editor (like notepad) – I recommend notepad++
- for CMS version -> PHP5 server
- Adobe Flash CS4 if you want to modify the sources

III. Package contents

- this documentation
- component sources and deploy package

III. Installation Guide

HTML

To install the component in HTML just use the code from index.html

Remember to have swfobject.js and swfaddress.js in the same folder as the html

FLASH

To install in your flash project just all the assets from source/index fla in your fla then drag the gallery component where you want it to appear

OBSERVATIONS:

- If you load the swf in html from a folder please copy the assets in the same folder as the HTML and not the as the swf
- Remember to have all the classes in the same folder as your fla if you load this in your project.

WORDPRESS

First of all, grab this cool plug in from here http://kimili.com/plugins/kml_flashembed/wp and activate it in your wordpress install.

Second, upload all the content of the deploy\ folder (from the package) in a folder named **wall** in the root of your wordpress install.

Finally, just copy/paste this code in the page where you want the component to appear -

```
[kml_flashembed publishmethod="static" fversion="9.0.0" movie="wall/wall.swf" width="800" height="800" targetclass="flashmovie" base="wall/"]
```

```
<p><a href="http://adobe.com/go/getflashplayer"></a></p>
```

```
[/kml_flashembed]
```

That is all.

The folder **wall** can be named as you wish, but remember to change all references to it in the code (bolded).

IV a. CMS version – installing it

choose a folder on your server – for example ‘yourfolder’

copy the data from cmsversion/deploy into yourfolder (I recommend FileZilla – free)

give all the files and folder from your folder permission 777 (so that you can add pictures/movies)

also – you should access cms.xml and change the admin and password values

IV b. CMS version – using it

1. log in
2. just select a item (or add a new item from the upper right)
3. click upload (thumb or file)
4. then save (from the upper right)
5. wait for the confirmation message
6. all done, clear your cache and you should see the changes in the Front-End

V. XML version - customizing xml values

thumbWidth="**200**"

thumbHeight="**300**"

thumbSpaceX="**210**"

thumbSpaceY="**310**"

thumb size and spacing

maxThumbsRow="**11**"

the maximum thumbs that appear per row

scrollOffset="**30**"

errorOffset="**100**"

scroll offset (distance to go after the wall has finished)

error offset (distance to add to the scroll)

bordersNormalColor="**0xFFFFFFFF**"

bordersRollOverColor="**0x0099FF**"

borders colors

normalBordersWidth="4"

selectedBordersWidth="4"

borders width

normalAlpha="0.8"

rollAlpha="1"

roll over and normal transparency

VI. Using the CS3 version

Because the file uses the 3D capabilities of FP10, it was compiled in CS4 and cannot be normally compiled in CS3. However I have provided a way for the wall to compile in CS3:

1. access cs3source/wall fla
2. edit your file with CS3 and publish the swf like you normally do
3. grab this hex editor from here -
<http://www.chmaas.handshake.de/delphi/freeware/xvi32/xvi32.htm#download>
4. open the swf with it
5. find the forth byte which should be 09 (flash player 9) and write there 0A (flash player 10)
6. that's all, the first time it's the hardest. after that, it should take 5 seconds max

Credits:

The creators of papervision 2.0

Patrickbay for the CS3 sollution

Generator (on VH) for the preview video